

SPECIAL 'BASH-A-BADNIK' ISSUE!

# Sonic the comic

95p



starring

**SONIC**  
THE HEDGEHOG

## SONIC GOES BALLISTIC!

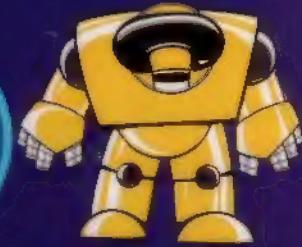
AROUND THE WORLD IN FIVE SECONDS FLAT!



THE ONLY VIDEO GAMERS' COMIC YOU CAN BUY!

# CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.



## Welcome Screen

Hey, Boomers!

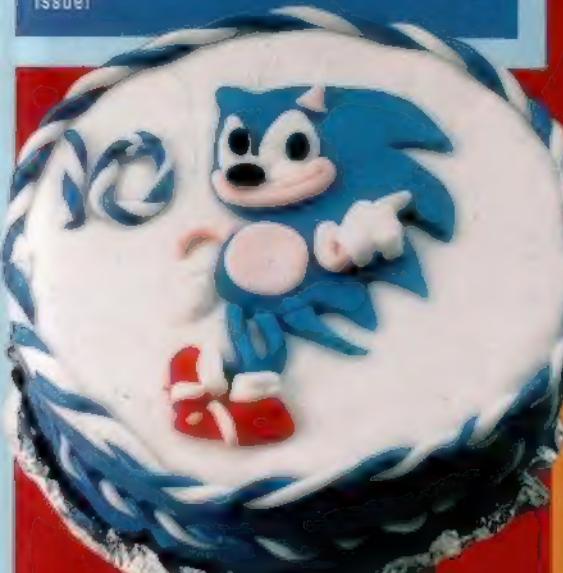
Enough already! We know you like Tails and want him to have his own series - but just hold off on the letters, ok?

Ever since I asked the question in Speedlines, issue 6, loads of you have written in asking, begging, pleading, demanding that Tails get his own STC series.

Well, now I've got to persuade those hums-who-think-they're-in-charge, that it's a fab idea. Yeah, these are the people who can't even spell 'Miles Prower' correctly. Wish me luck!

Right now, the star of the show appears in a Sonic-sational offering called *Faster Than A Speeding Bullet*. There's also *Kid Chameleon* and the stormy *Streets Of Rage*, plus the horribly humorous *Decap Attack*, together with all the usual features, in yet another fast and furious issue!

*Megadroid*



Guest of honour at STC reader, Mark Prothero's, birthday party. But he wasn't around for long, though.

## Let Them Eat Cake!

What a jammy lot you readers are! Not content with having generous friends and relatives buying you the odd issue - it seems you even manage to coax them into mixing bowl mode. Yep, lots of you are hogging mouthfuls of your favourite hedgehog by the slice. However, don't forget to floss those gums, or you could end up resembling Chuck D. Head from *DECAP ATTACK*!



A Sonic (and Tails) inspired creation, made by Paul Webb's 'mam' for his 7th birthday.

(Below) 7th heaven for Vittorio Trevitt. His mum baked the cake, while an aunt knitted a Sonic jumper all the way from Rome - (must have been a long ball of wool!)



## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down now mover new entry re-entry

### MEGA DRIVE

- 1 JUNGLE STRIKE
- 2 MICRO MACHINES
- 3 BUBSY THE BOBCAT
- 4 COOL SPOT
- 5 PGA TOUR GOLF 2
- 6 FLASHBACK
- 7 ECCO THE DOLPHIN
- 8 ROAD RASH 2
- 9 SONIC THE HEDGEHOG 2
- 10 TINY TOONS BUSTERS TREASURE

### MEGA CD

- 1 FINAL FIGHT
- 2 NIGHT TRAP
- 3 JAGUAR XJ220
- 4 SHERLOCK HOLMES
- 5 AFTERBURNER 3
- 6 ROAD AVENGER
- 7 PRINCE OF PERSIA
- 8 TIME GRL
- 9 BLACK HOLE ASSAULT
- 10 WOLFCHILD

### MASTER SYSTEM

- 1 SONIC THE HEDGEHOG 2
- 2 ASTERIX
- 3 MICKEY MOUSE 2
- 4 ALIEN STORM
- 5 DOUBLE DRAGON
- 6 DARIUS 2
- 7 SUPER TENNIS
- 8 WIMBLEDON TENNIS
- 9 CHAMPIONS OF EUROPE
- 10 TOM & JERRY

### GAME GEAR

- 1 SONIC THE HEDGEHOG 2
- 2 MICKEY MOUSE 2
- 3 WORLD CUP SOCCER
- 4 STREETS OF RAGE 2
- 5 LEMMINGS
- 6 TAZ-MANIA
- 7 WIMBLEDON TENNIS
- 8 TOM & JERRY
- 9 NINJA GRIDEN
- 10 SENNA SUPER MONACO

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PLANET MOBIUS, R.R.\*

SONIC GOT A MESSAGE THAT TAILS WAS TRAPPED ON THE OTHER SIDE OF THE PLANET.

THAT PIXEL-BRAIN'S ALWAYS GETTING INTO TROUBLE.

GOOD THING I'M SUCH A NICE GUY!



TAILS!

SONIC!  
GET ME OUTTA  
HERE! GLUB!

WHAT HAPPENED  
THIS TIME, DUMMY?  
TAKE ANOTHER  
WRONG TURN?

GLUB! IT'S A  
SET-UP, SONIC!  
ROBOTNIK'S  
BEHIND THIS!

KLIK!

HA HA HA!  
WHO ELSE,  
YOU LITTLE  
WORM?

THANKS FOR  
SHOWING UP,  
SONIC --

YOU'RE JUST IN  
TIME TO WITNESS THE  
LATEST STEP IN MY  
PLAN TO RESHAPE THE  
ENTIRE PLANET.

"MY SPACE SATELLITE IS PRIMED AND AWAITING MY ORDER TO FIRE ITS DEATH RAY!"

"FIRST TARGET IS THE EMERALD HILL ZONE!"

"EVERY FURRY LITTLE FINK YOU HOLD DEAR WILL BE BLASTED TO ATOMS!"

## SIMULATION

THE BEAUTY OF THE WHOLE PLAN IS THAT YOU'RE TOO FAR AWAY TO DO ANYTHING, SONIC --

EXCEPT WEEP FOR YOUR FRIENDS.

HE'S RIGHT--  
WE'RE HALF-WAY  
AROUND THE  
WORLD!

IT LOOKS LIKE EGG ON YOUR FACE FOR ONCE, NETTLE-BREATH!

HAHAHAHA!

I'LL STOP YOU,  
ROBOTNIK!  
I ALWAYS DO!

NOT  
THIS TIME,  
SONIC...

UNLESS YOU CAN  
MAKE IT HOME IN  
FIVE SECONDS  
FLAT!

RAY ON.

KLIK!

FIVE SECONDS TO  
RUN HALF-WAY  
'ROUND THE WORLD?

WE'LL NEVER  
MAKE IT,  
SONIC!

SONIC?!

EVERYBODY  
OUT OF MY  
WAY!

FFWOOOSH

I'M NOT  
KIDDING  
AROUND!

--KRRK--  
SATELLITE  
IN  
POSITION--

--READY  
TO FIRE  
DEATH RAY.

NOTHING CAN MOVE  
FASTER THAN SONIC--

BOOM BOOM BOOM

HE'S THE FASTEST  
HEDGEHOG ALIVE.

BUT TODAY HE'S GOT TO  
BE EVEN FASTER.

--DEATH RAY  
CHARGING UP--

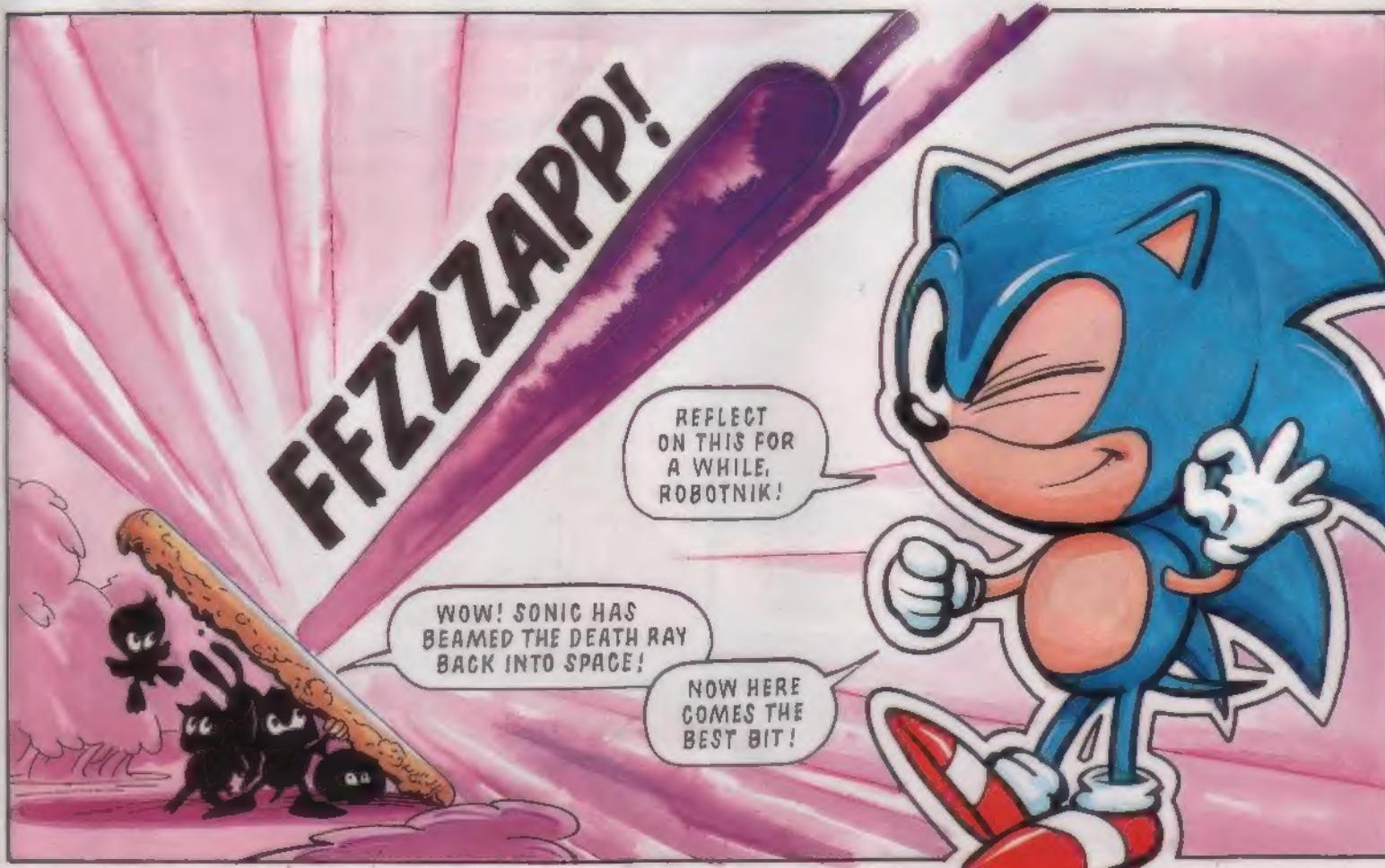
--TWO SECONDS  
TO IMPACT--

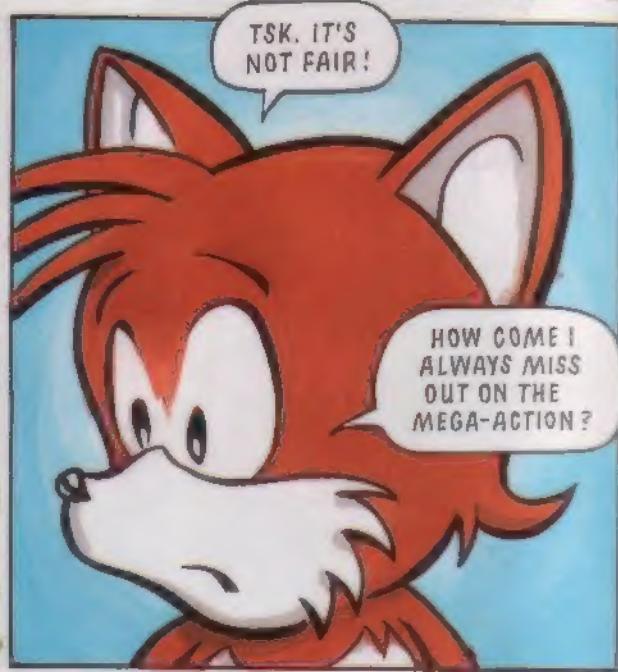
--ONE SECOND--

SPRING HILL ZONE.  
MARBLE ZONE.  
HALF A SECOND  
TO GO.

--FIRE!







# NEWS

## Zone

### SPECIAL

## E.C.T.S. REPORT!

The European Computer Trade Show, at the Business Design Centre in North London, is the third most important calendar date for the global games industry. All the big Sega publishers were there with loads of new titles to show off.

STC's own David Gibbon visited the show to bring you a report on the new games coming your way.

It's the first time I have been to the Business Design Centre, but I was very impressed when I walked through the door. With over 100 exhibitors the place was packed with stands, programmers, artists and lots of journalists; it was also very hot!

honestly say it's good fun. The game contains more than 5 standard tables with different music and targets on each. Up to 4 people can play, one after another. However, the big plus is the built-in construction kit, which allows up to 8 custom designed tables to be saved using the battery back-up.

Everything from extra targets; designing unique tables using the built-in Workshop; add any of the 8 objects available, such as flippers, and even change the music to a piece that suits the table. The game also features a 3D effect so the game has a different layer feel!

Next from Electronic Arts is *James Pond 3 -*

out in November at £44.99 on Mega Drive. This fishy game had me swimming in delight as I picked up the joypad. The evil Dr. Maybe has returned to cause more bother (typical - ain't it!). He's had the nasty idea of taking over the moon's supply of minerals to monopolise the world's provision of Yogurt, Cheese and Ice Cream. As usual, big eared Pond heard of these plans and has jetted off into space to stop the Dr. in his tracks.

Pond's mission: to travel across the moon avoiding hazards; rescue three other FISH agents and together get to the cheese mines to defeat Dr. Maybe... maybe! James is initially joined on his mission by his friend, Finnus Frog. He is armed with a whole range of gadgets such as suction boots, a fruit suit, skis, and even a moon buggy. The game is huge, with over 100 levels, which is why it comes on a 16-Meg cart!

A novel idea is *Mutant League Hockey*,



My first appointment was with one of the biggest and best Sega publishers - Electronic Arts. After shaking hands with Nick Channon, he told me about the coming new titles. First was *Haunting*, out for the Mega Drive at £49.99 from October. This game has already received good reviews in many Sega magazines so I was eager to see what all the fuss was about. It is described as an action comedy game featuring the evil and greedy Sardini family - Vito and Flo. Tony and Mimi, the two teenage kids, caused the early death of a relative, Guy, to get their hands on his money. Unfortunately for them, Guy won't rest until they are gone from the mansion so he comes back to haunt them!

The game is full of humour - watch Flo lose her wig with fright when she sees Guy! It also has a great pedigree as it was designed by the same team that created *Paperboy*.

Out in November, on the Mega Drive, from EA is *Virtual Pinball* priced £44.99. Now you may think this sounds boring - a pinball game! But, I can



funniest Hockey game ever, *Mutant League Hockey* features Skullo, Troll and Robots from the 28 teams from 2 separate conferences. Each team has its own stadium, booby traps and hazards. These include ice sharks, mines and ice pits. You can also collect up to 6 different



weapons from the ice, such as an axe or dynamite to kill the opposition.

The game is a great spin-off and deserves to do well. Up to 4 players can take part using the EA 4 play adaptor.

**FIFA International Soccer** is the next addition from EA Sports, out in December for the Mega Drive. This game could set a new standard in football games as, up to now, they have been of poor quality apart from the brilliant **Super Kick Off**. Played

from a three-quarter style, top down perspective, **International Soccer** offers players a greater view of the playing field. There is also greater control of the action on the pitch, using an original 30-degree view offering better depth and playability.



Players can choose from over 40 international teams that both play and look like their real life counterparts! Over 2,000 frames of animation are used to make the players behave like 'real' footballers, such as trapping the ball on your chest. Teams can compete in friendly games, round-robin style tournaments, or a full league, to compete in the Cup. League or tournament positions can be saved onto the 16-Meg Cart. This game will also



My next appointment was with US Gold. They have just won the rights to produce a game on the Winter Olympics '94. Due to be published this December on all Sega formats, it will feature 10 events including Ski jump, bob sleigh and slalom. The



game is due to be released in December for the Sega Megadrive. This is both a shoot-em-up and flight simulation game. You control a Helicopter loaded with ammunition such as Rockets, Homing Missiles and Cluster Bombs. The object is to fly over 4 theatres of war to destroy drug cartels. The game allows you to fly horizontal, bank left

levels, and is for 1 player only.

It is also possible to play against the computer, and you will be able to link machines via a cable.

stops, tyre changes, digitised engine sounds, drivers have their own personality and skill, turbo mode and 10 save game options on the Mega Drive version.



# NEWS

## EXTRA!

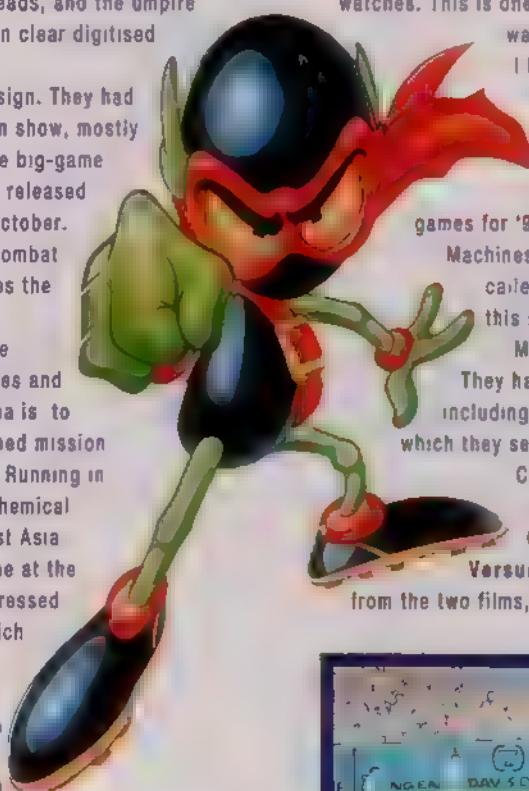
The Davis Cup World Tour is due for release in November on the Mega Drive at £39.99. This game looks likely to be the best tennis games yet featuring some original ideas. It includes a split screen for 2 players, replays and players rankings, training mode to improve all areas of your game, and an option to play in tournaments around the world. You even see the players thoughts via a bubble above their heads, and the umpire shouting out scores in clear digitised speech.

Now onto Core Design. They had a number of games on show, mostly for release in '94. The big-game was Thunderhawk, released for the Mega-CD in October. It's a 3D helicopter combat simulation, which uses the Mega-CD hardware capabilities to create smooth rotating sprites and backgrounds. The idea is to complete each assigned mission. These include: Arms Running in South America and Chemical Warfare in South East Asia. After playing the game at the show I was very impressed with the graphics which are very smooth and realistic. It's definitely going to be one of the best releases so far on CD.

I next went off to see what Accolade had in store for Sega users. The first game I saw was another Hockey simulation called Brett Hull Hockey, due for release in November for the Mega Drive at £39.99. For some reason the market seems to be full of American Football and Hockey games! This one fared better than most as the developers filmed real skaters, including Brett Hull himself, then digitised them. The game also features realistic sound effects such as the noise of skates carving the ice.

Brett Hull, a very famous Hockey player, helped in the development of the game. Other features include a fighting sequence for the more aggressive player. The game is played using a "behind the player" perspective.

Gremlin will be releasing one of the most successful games of all time onto Sega formats this December. Zool, Ninja of the Nth Dimension, sold over 180,000 copies on the Amiga, and is set to top the charts this Christmas. It's a platform game, and the idea is to guide Zool through 7 different worlds (each world contains 4 levels) to defeat the evil Krool.



Each world has a different theme, for example, in the music world you fight walking drums and killer guitars! Zool will use up to 12 layers of parallax scrolling making the graphics look excellent. Zool now appears on everything from greeting cards to watches. This is one game to

watch out for!

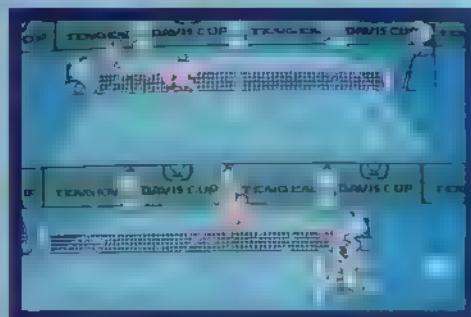
I had a look at the

Codemasters stand to find Cosmic Spacehead taking up much of the space. There was much information on games for '94 including a Micro Machines-style game with Dinosaurs called Dino Riders! More about this in a later issue.

My last call was to see Virgin.

They had lots of games on show, including a number of Mega-CD titles which they seem to heavily backing.

Coming to the Mega Drive, Master System and Game Gear in December is RoboCop Versus Terminator. In a spin-off from the two films, you play RoboCop, and the



object of the game is to destroy dozens of Terminators! The game is played over 12 levels of platform action, fighting those evil machines who are all heavily armed. No doubt, this will be another big hit.

Here is the complete release schedule for between now and Christmas for these and other games:-

PRODUCT	RELEASE	SYSTEM	PUBLISHER
Cosmic Spacehead	November	MD	Codemasters
Blades of Vengeance	December	MD	ElectroArts
Madden NFL '94	November	MD	ElectroArts
International Rugby	November	MD	Domark
Desert Strike	November	MD	Domark
James Pond	November	MD	Domark
Code	November	MD	Accolade
Unnecessary Roughness	November	MD	Accolade
Dunes	October	MCD	Virgin
Terminator	November	MCD	Virgin
Cool Spot	November	GG/MS	Virgin
Fire & Ice	December	GG/MS	Virgin
The Jungle Book	December	GG/MS	Virgin

YOU KNOW, I'M  
GETTING PRETTY  
GOOD AT THIS  
WILD SIDE GAME

GRL MOVE  
BACK

OK, OK, SO I GUESS ME AND SUZI ARE STILL TRAPPED  
HERE. BUT I DID FREE HER FROM THE SEVER MEN  
WHEN I TRANSFORMED INTO BERZERKER. AND I DID  
TELEPORT US INTO THIS NEXT ZONE

RRRRROOR

AND THERE CAN'T BE MUCH MORE  
THEY CAN THROW AT ME.

BERZERKER SMASH  
METAL BEAST!

KID  
CHAMELEON

PART 5

WHAM!

YEAH, THIS GAMES EVEN  
GETTING TO BE KIND OF FUN.

COME MIDDLE  
OF THE ROAD  
NOT SO SAFE

URRRGGH.

UH ?  
GRL OK ?

FEELING  
KIND OF  
WOOZY

I DON'T KNOW  
HOW MUCH MORE  
OF THIS CAN  
TAKE

MUST BE  
STRONG.

WHATEVER WILD SIDE IS, FOR SUZI  
ITS MORE THAN JUST A GAME

STAY BRAVE  
WH CH WAY  
WE GO ?

M-MAYBE  
THERE ?

WHAT AM I SAYING ? SUZI'S GOT NO  
BERZERKER STRENGTH AND NO  
CHAMELEON POWERS. THIS IS NO  
FUN FOR HER

ER... ME NOT  
TOO GOOD WITH  
LETTERS .

IT SAYS EXIT !  
WAY OUT ! CAN YOU  
TAKE US UP THERE ?

NOT  
BERZERKER

CHAMELEON !

YONDER TOWER  
SHALL PROVE NO  
HINDRANCE TO THE  
IRON KNIGHT !

PRITHEE FOLLOW,  
MILADY. WE  
SHALL TARRY  
HERE NO  
LONGER.

LET US PROCEED TO  
THE CLOUDS, AND FROM  
THENCE TO RETIREMENT  
FROM THIS REGRETTABLE  
CHARADE.

I CAN'T BE SURE IF THE EXIT SIGN IS A  
TRICK OR A GENUINE ROUTE OUT OF  
WILD SIDE. BUT WE HAVE TO TAKE THE  
CHANGE. HATE TO THINK WHAT COULD  
HAPPEN TO SUZI IF SHE DOESN'T GET  
OUT SOON.

BEHOLD! THEY  
DO THIR SPIT FIRE  
LIKE DRAGONS!

BUT, LIKE DRAGONS,  
THEY HATH NOT THE  
STOMACH FOR THE  
TASTE OF COLD  
STEEL.

CHUNKK!

RATTA-TATTA-TAT!!

KKRUNCH!!

THEY ARE DISPATCHED TO THE  
MOAT BELOW. NOW OUR QUEST  
IS NEAR FINISHED.

EXIT

ER...NO IT ISN'T  
LOOK!

**GRRRAHH!**

NO WORRIES THIS  
IS NOT AS BAD AS IT  
LOOKS. SOMETHING THIS  
BIG MUST BE GUARDING  
SOMETHING WAY  
IMPORTANT

AND THAT COULD BE THE WAY OUT

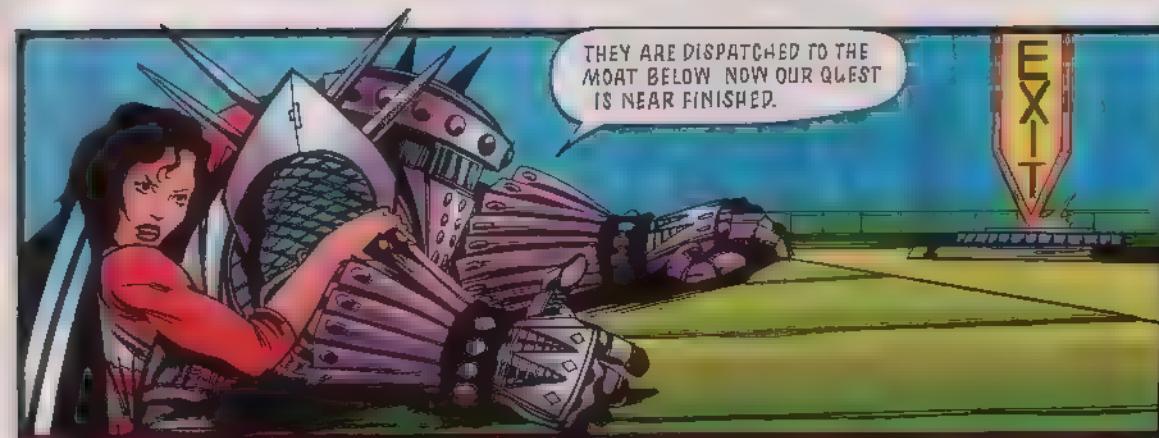
MILADY! BEHOLD! BEHIND YOU IS A  
WAY OF ESCAPE FROM THIS REALM.

I CAN'T LEAVE  
WITHOUT YOU.

YOU MUST  
'TIS NO PLACE  
FOR A FAIR  
LADY!

BEGONE  
MAIDEN!

LOOK  
THANKS,  
WHOEVER  
YOU ARE



THIS THING'S BIG AND STRONG,  
BUT I'M FIRED UP WITH  
CHAMELEON POWERS

HAI! HAVE AT  
THEE, FOOL  
CREATURE!

CAN'T BE TOO HARD TO BEAT... THEN  
I CAN START LOOKING FOR BRAD.

**GRRGRRH!**

**THOMP!**

ARRGGH! FIE  
ON YE, BASE  
OPPONENT!

**KRUNNCH!**

UH, OH

ALWAYS D.D. UNDERESTIMATE SITUATIONS  
GUESS I COULD USE SOME BERZERKER  
POWER HERE

CHAMELEON!

OH, NO! I'M CASEY!  
I'M A KID AGAIN!

HELP?

NEXT ISSUE OPEN THE BOX

# REVIEW

## Zone



### REN & STIMPY

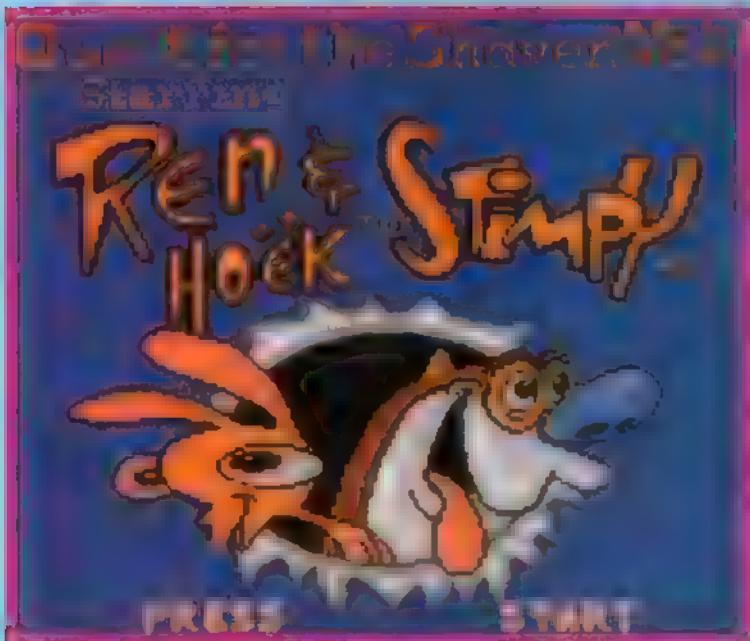
game type: PLATFORM  
1 PLAYER



Nickelodeon is a new TV channel for people with cable or satellite dishes. One of the hit cartoon TV series is Ren and Stimpy. It features two cartoon characters who are simply horrid to each other.

What helps to set the Ren and Stimpy game apart is the great presentation and simple but beastly fun you have with each character.

Ren and Stimpy is sure to be a hit cartoon series and the video game spin-offs to Mega Drive and Game Gear are such good conversions you will not be disappointed.



### BATTLETOADS

game type: PLATFORM  
1 PLAYER



# ROAD RUNNER

game type: PLATFORM  
1 PLAYER



MEEP MEEP! The Road Runner has arrived, courtesy of Sega!

Road Runner is a 2Mb game for the Master System and your eyeballs are in for a real treat with this one! You have to work your way through some heavy courses collecting birdseed and avoiding Wile E. Coyote.

The action takes place against a desert backdrop and you have to run left to right. There are edges to leap across and some birdseed has even been nobbed so that it explodes when you eat it.

There are plenty of funny touches, with Road Runner running off the edge of ledges and stopping in mid-air looking at you then dropping straight down, just like the cartoon. Also when you have run out of energy or time Road Runner stops, looks at you and waves a plaque to show you've lost a life.

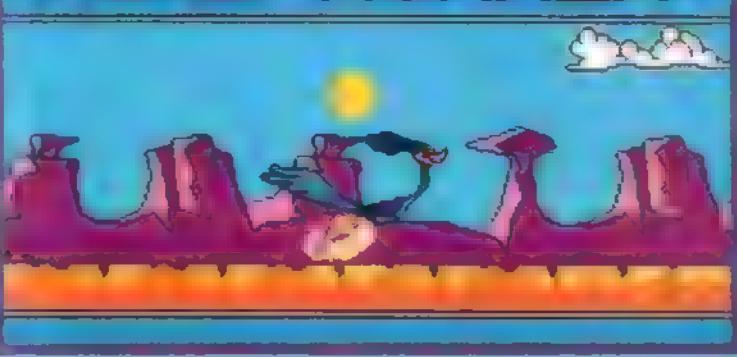
You can run, leap and even warp around zones to collect stars for points. To make sure

that you are not slacking there is a timer that counts you down. If you have not reached the exit before it hits zero you lose a life.

Road Runner is great to look at and has plenty of challenge. If you like the cartoon take a look Th-that's all, folks.



# ROAD RUNNER



REVIEW

# SHERLOCK HOLMES 2

game type: PUZZLE  
1 PLAYER



the original Sherlock.

# FAST FAX

PUBLISHING POINT

GRAPHICS

80

SOUND

85

PLAYABILITY

75

65%

GRAPHICS

85

SOUND

85

PLAYABILITY

75

75%



# SHERLOCK HOLMES

Consulting Detective VOL II

PRESS START

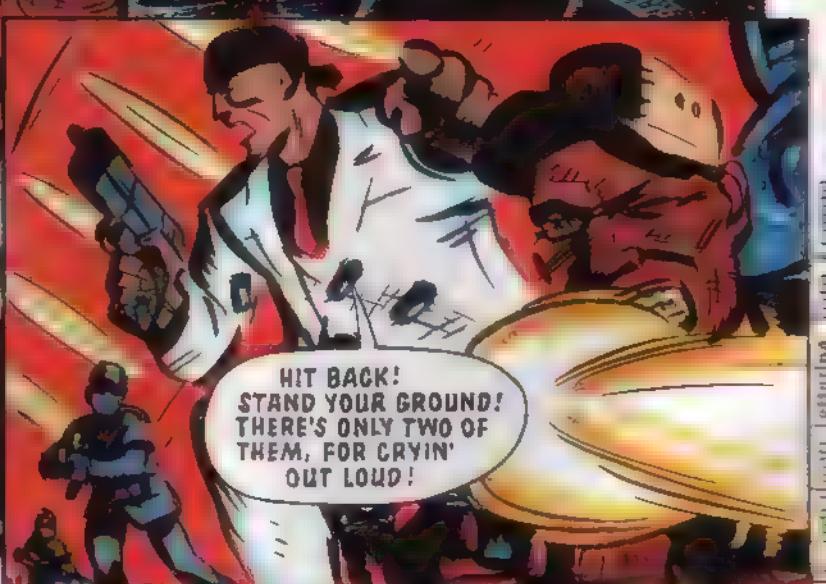


YOU JOKERS  
ARE UNDER  
ARREST!

YOU HAVE THE  
RIGHT TO COME  
QUIETLY.



NICE TIMING, AXEL!  
THOUGHT YOU WERE  
STILL IN HOSPITAL!



HIT BACK!  
STAND YOUR GROUND!  
THERE'S ONLY TWO OF  
THEM, FOR CRYIN'  
OUT LOUD!

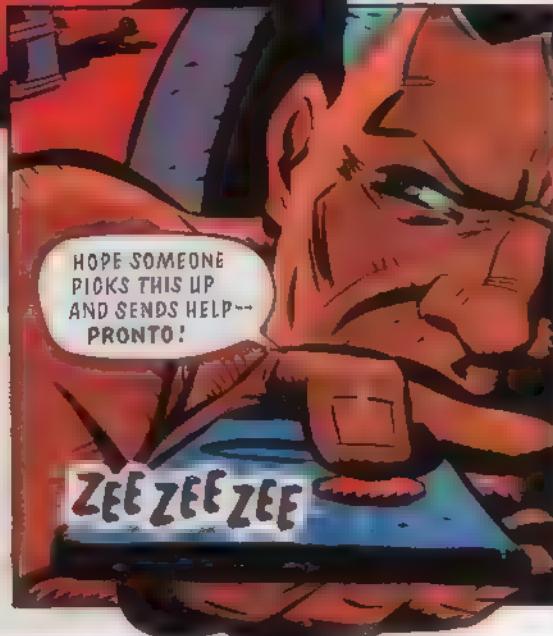


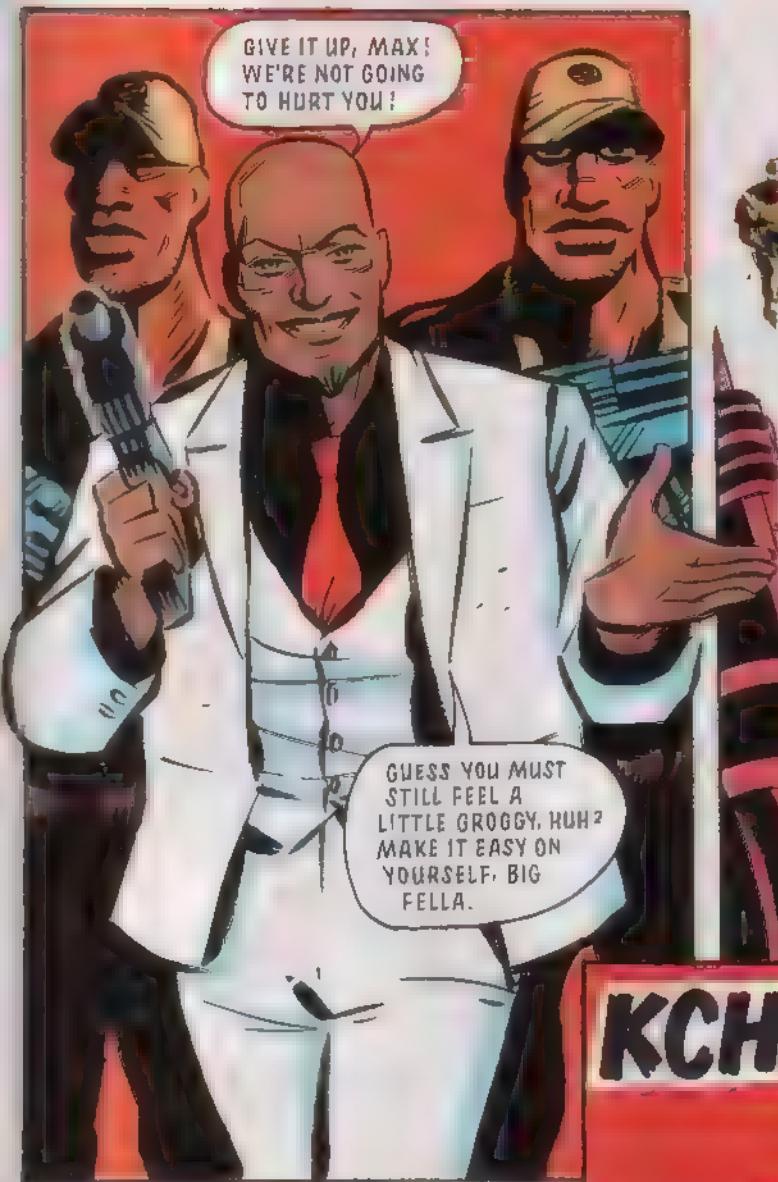
TEN METRE DROP  
BEHIND --PROBABLY  
BREAK MY NECK!

BUT IF I STAY UP  
HERE, I'M DEAD  
ANYWAY!

# STREETS OF RAGE

Part 5





OUTSIDE THE  
PLANT --

RUN FOR IT,  
BLAZE!  
WE'LL COVER  
YOU!

WHERE DID YOU  
GUYS SPRING  
FROM?

WE PICKED UP  
YOUR DISTRESS  
CALL, AXEL.

YOU OKAY? YOU LOOK AWFUL

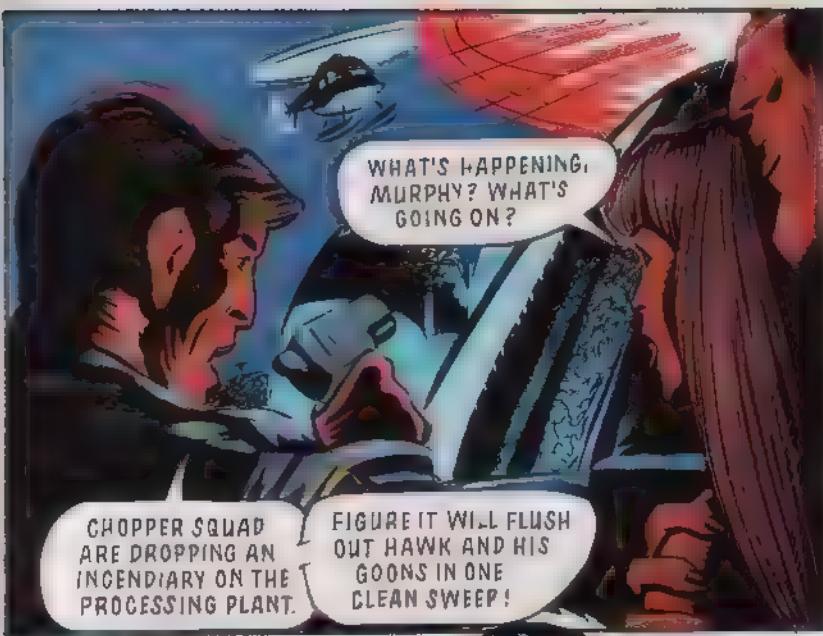
THANKS A HEAP, MURPHY. TOOK  
A COUPLE OF SLUGS IN THE  
SHOULDER. GUESS I'LL LIVE!

ROGER  
THAT,  
MURPH!

MURPHY TO CHOPPER SQUAD! COAST IS  
CLEAR, FELLA.  
MOVE INTO POSITION  
AND LEVEL THAT  
DUMP!

GET UP, HAWK!  
UP ON YOUR  
FEET SO I CAN  
KNOCK YOU  
DOWN AGAIN!

YOU PIECE OF CRUD--I'LL  
GUT YOU LIKE A FISH!



# 0 Zone

## Zone SPECIAL

### Bubsy Bobcat

above are some tips for the game. Bubsy is a first quality and difficulty. STC Game Guru, David Gibbons, tries to keep his fun and stay alive which is hard in this game. To beat the game complete section 1.



## WORLD ONE

### Chapter One

Start by going right until you reach a ledge near the top and across 4 platforms. Go right, collect a Black T-Shirt for an extra life and jump onto the top water chute. Continue right and off the ledge. Keep A pressed until you land and go right. Run on the water wheel, then run and jump right. Continue right, to the end.

### Chapter Two

Go right and jump up into the top water chute. Continue right. Fly down from the ledge into another water chute. Fly to the ground and go right avoiding the underground cave and runaway plants.

### Chapter Three

Go right, fall off the ledge but keep right pressed no let go. After P by pressing up, jump onto the water wheel. Run and jump right across mounds; jump up them onto the moving platform, then left onto the mound, then right onto the ledge. Go right and jump over the waterfalls. Continue right, then fly to the ground. Walk right, jump over the spikes. Then leave the area, jump over 3 waterfalls and touch the boot to end.

### Boss One

Stand in the middle of the screen and try to jump on top of the spaceships. Fly onto the first after doing this repeatedly for 3 spaceships each time you see a new one. After doing this, the first boss will appear.



## WORLD TWO

### Chapter Four

PASSWORD: MK8RLN

Walk right (avoiding hazards like the ice cream cones). Jump up when you come to a building with spinning tops. Jump onto a higher platform to collect a Black T-Shirt (invulnerable), then jump down and continue right. Collect an extra life inside the hut, jump on top of it and go right. Keep jumping onto platforms until you reach the 5th one up, then run and jump right. Run down the roller coaster track onto the ground and touch a boot to end.

### Chapter Five

Jump up into a roller coaster car. As it falls to the ground from the track, jump onto a platform. When it's far right, walk off the right edge. Continue walking; fall to the ground and go right. When you reach a dead-end near spikes, jump up onto the roller coaster track. Walk right and jump over more spikes (watch out for the dynamite). Continue right until the end.

### Chapter Six

Jump on top of the 2nd green creature. From here, jump onto a moving platform, then onto another. When you reach the top, go right. Let go and Bubsy will run down the track and land on the ground. Run right, across the top of the hut. When you reach them, jump over more spikes by using the platforms. When you come to a Red track, jump on it and run up until you see a blue track going right with an extra life. Go up this, over the gap, and let go. Now walk through these doors: Red, Blue, Gold, Red, Gold then jump over a gap and through a final red door. Run right to end.

### Boss Two

This is destroyed in exactly the same way as the first boss.



# WORLD THREE

## Chapter Seven

### PASSWORD: STGRTH

The following 3 chapters all contain a train sequence. The best way to complete these is practice. Go from left-to-right being very careful along the way. Jump into the drivers cab at the end and pull the lever. You will now enter the Canyon...

Stand on the edge, jump onto a platform and jump across. Continue right until you reach a pit with a rolling rock. Jump right and land on a platform, then right again to the other side. Do this 3 times then go right. From here, stay at the very top level all the way along and you will reach the end.

## Chapter Eight

Go right, but watch out for Cactus. Continue right, and make sure you use the platforms to get across the pits. Again, make your way to the very top level and run right to finish.

## Chapter Nine

Jump right, across the pit so you land on the edge next to the Cactus. Jump over it and continue right. When you come to the next pit, go back slightly and run right. Jump as you're running to the top level. Go right across more pits with rolling rocks to the end.

## Boss Three

Stand in the right corner of the screen. Jump on top of the spaceship when it appears. Keep jumping on the ground aliens to get the number of them down. After a few hits the ship will blow!



Not many levers like water and Bubsy's no exception. Keep him landing on that raft to avoid instant death.

# WORLD FOUR

## Chapter Ten

### PASSWORD: MSFCTS

Go right then jump across the grass platforms to the other side. Jump up onto a single platform, then jump and fly to your right over the pole. Land next to it on the other side, and go right jumping across the ground level platforms. Continue right. When you reach another pole, take a run up and jump over it. Using the 2nd pole, jump into the sky and land on a grass platform. Get onto a moving platform going left; then onto another run left and jump to land on a single platform. Go left and onto a water chute, press A, then go into the next water chute. Immediately press A to land on a wood platform with a door. Jump on top; move the lever and back onto the water chute. Fly off to the right and down to the sand. Run right, go into the next door, fly to the right again, and onto the grass at ground level. Continue right. When you see an exclamation mark, jump up the grass platforms 'til you see a wood platform. Jump on and run right to finish.

## Chapter Eleven

Jump right and land on the edge at the other side. Jump over the pointed logs and onto the tall pole. Using this, land on a platform in the sky. Go down the water chute and fly to your right, landing on the ground. Avoid the purple trees. Run right and into the sand. Continue

right, and just before you enter the water, jump, and head right on the grass. When you reach a lever move this and drop down to the sand. Go right until you see another lever on the grass above. Jump onto the grass, run right and jump up near the end to finish on a wood platform in the sky.

## Chapter Twelve

Go right, pressing A to skim across the water. Continue right. When you reach a set of wood poles, jump onto a platform in the sky and into a water chute. Go right, then move the lever set between the two poles. Fall into the sand then run right to finish.

## Boss Four

Stand to the left of the screen and a raft will carry you away with the water. When the spaceship is coming out of the water, jump on top of it and land back on the raft. Repeat this quickly as the spaceship drops bombs to slowly destroy the raft allowing poor old Bubsy to drown!

## Chapter Thirteen

### PASSWORD: TGRTVN



Nasty boss to defeat this one. Just keep jumping on that ship and landing on the alien head and you shouldn't have many problems.

Go right and jump up onto the grass platform. Now jump onto the leaves and head up. Keep heading up, then going along to the right. Sometimes if you are at the top and there doesn't seem to be anywhere you can jump to, press B to jump and A, then fly to your right until you land on a platform, then head up and right again. Keep going like this and you will come to the finish.

Both Chapter Fourteen and Fifteen are completed in exactly the same way.

# WORLD FIVE

## Boss Five



This is without doubt, one of the hardest bosses. You have had to defeat as it's so easy to lose a life. Try and keep jumping on top of one spaceship then onto the other. If you go near the ground you're almost certain to lose a life so try and stay in the air. That's it. You should have completed the game. If you lost all of your lives trying to do this so often, then keep a look out in the Q Zone for a possible future cheat.

This boss is very nearly impossible. Try and keep Bubsy on top of the spaceships. Go anywhere near the ground and say goodbye to one of those 9 lives.

## TOP TIPS

'Always pick up the exclamation marks because if you die you start from that spot instead of the beginning.'

'Avoid Cars and Man-Holes'

'Always go as slow and as carefully as possible. Going fast means Bubsy's certain to run into something nasty.'

'In chapters 4-6 make sure you look in each hut you come to for extra lives etc.'

'When you jump, keep your hand pressed on B while make Bubsy go much higher.'

STC HEALTH WARNING:  
THIS PAPER CONTAINS JOKES SO DUMB THAT THEY COULD  
EASILY DAMAGE YOUR SENSE OF HUMOUR.

# Decap ATTACK

I'M GOING  
TO RIP OUT YOUR  
LUNGS AND USE  
THEM AS A  
TEA COSY!

NO  
CHUCK,  
WAIT! YOU  
CAN'T! I  
CREATED  
YOU!

"IF YOU  
MUST CREATE LIFE  
AT LEAST MAKE IT  
SMALL AND FURRY", I  
SAID, BUT WOULD  
YOU LISTEN?

'PARTICULARLY THE NATURAL YOGHURT  
JOKE ON PAGE 3' MEGADROID

YOU COULD  
HAVE AT LEAST  
PUT ALL OF MY BRAIN  
INTO THE SAME HEAD,  
FRANK N. STEIN!

ACH! YOU KNOW  
HOW BRAINS GET AFTER  
A COUPLE OF DAYS - THEY  
FALL APART IN YOUR  
HANDS.

I KEPT  
TELLING YOU  
TO KEEP IT IN  
THE FRIDGE.

NOW  
WAIT A  
MINUTE! I'VE  
GOT SOMETHING  
I WANT TO  
SAY!

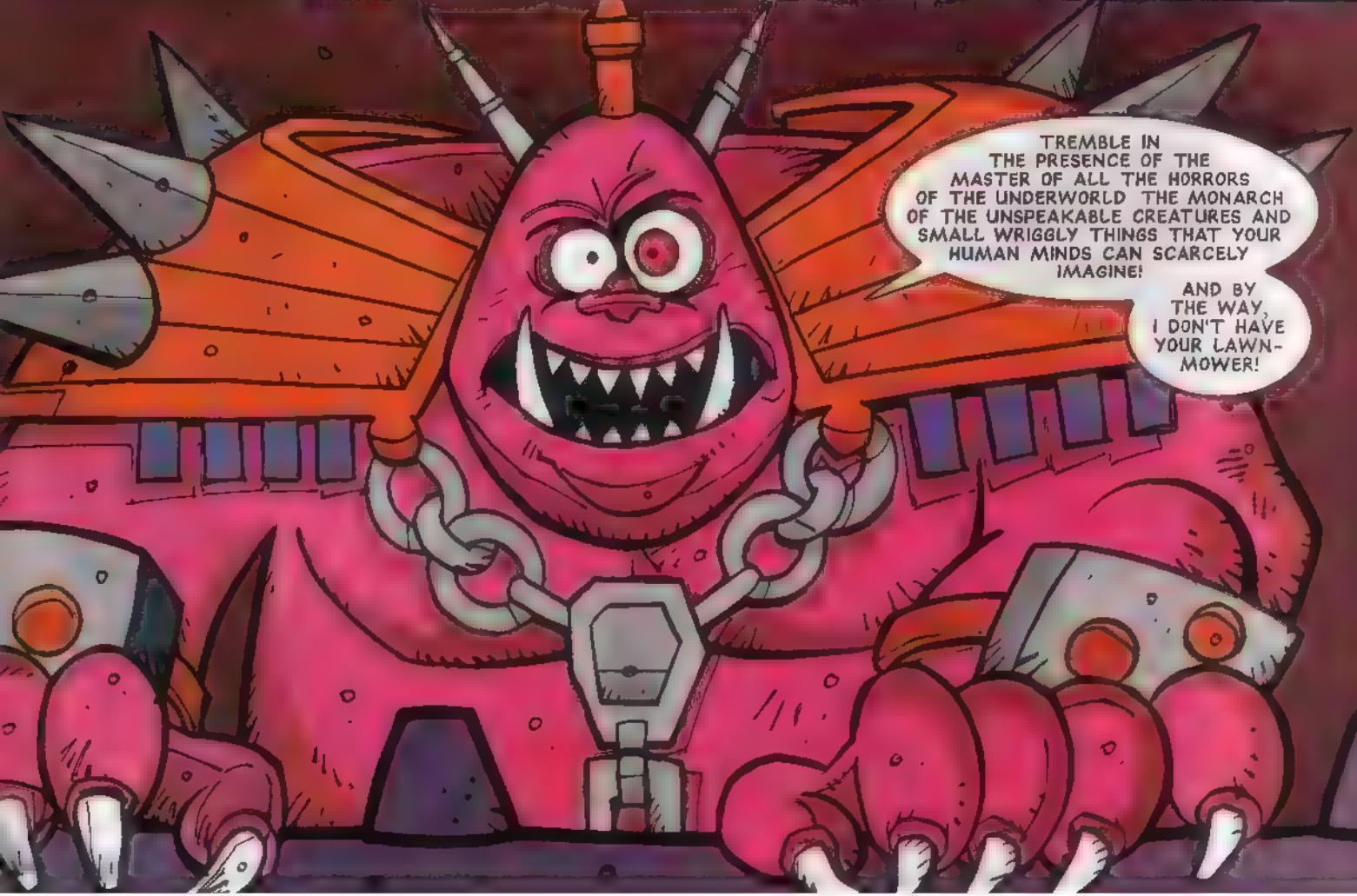
VELL,  
VOT IS IT,  
HEAD?

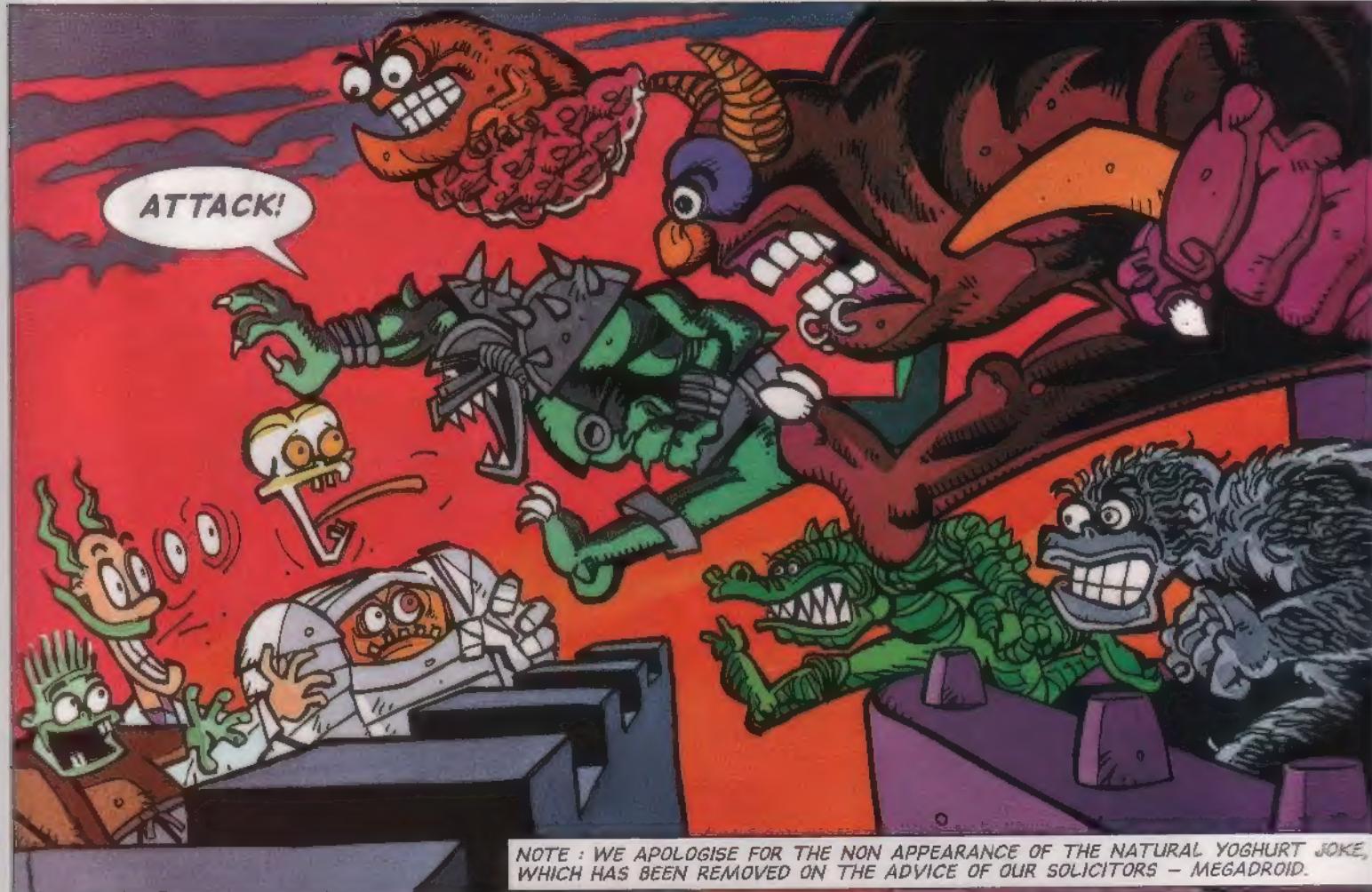
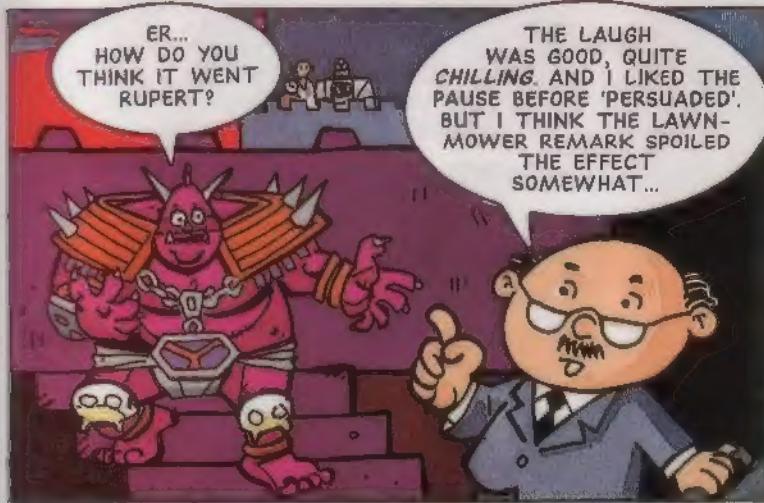
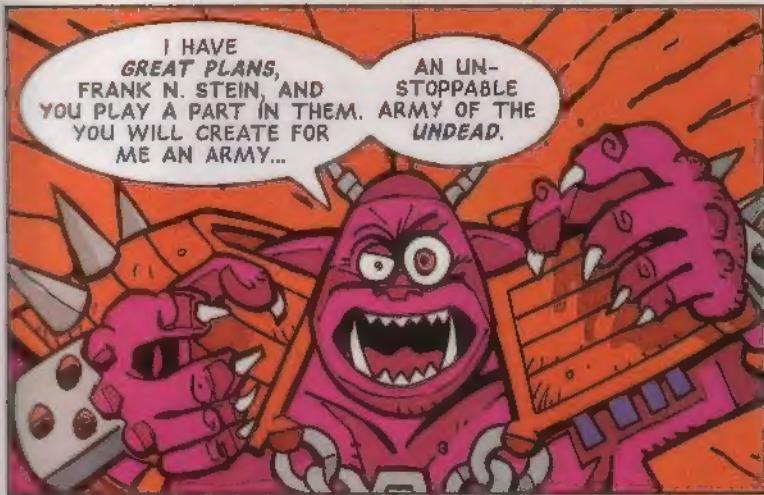
ER... WELL,  
I JUST WANT TO  
SAY THAT WHATEVER  
YOU GUYS DECIDE TO  
DO IS OKAY WITH  
ME.

# RRUUMBLE!!

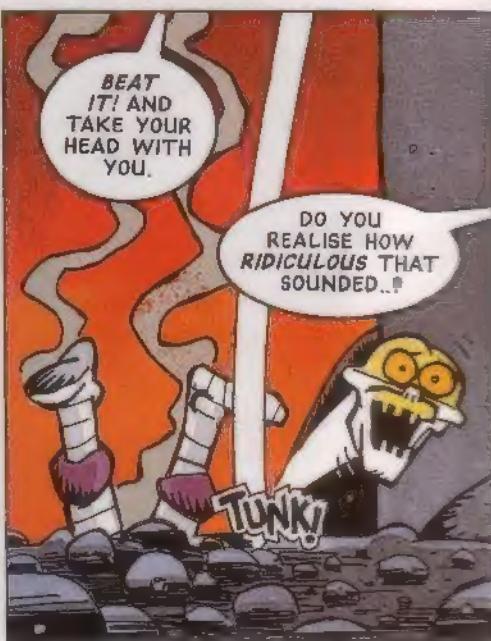
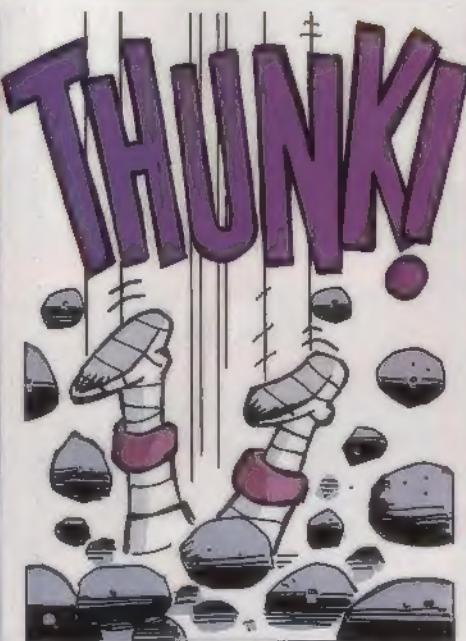
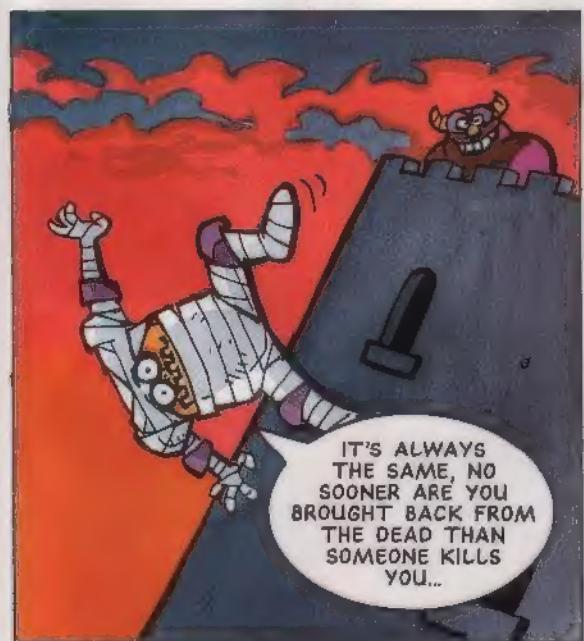
IGOR, I  
THOUGHT I TOLD  
YOU TO DO SOMETHING  
ABOUT YOUR VIND  
PROBLEM!

NOTHING  
TO DO WITH  
ME DOC...





NOTE : WE APOLOGISE FOR THE NON APPEARANCE OF THE NATURAL YOGHURT JOKE,  
WHICH HAS BEEN REMOVED ON THE ADVICE OF OUR SOLICITORS - MEGADROID.



NEXT ISSUE : IT GETS WORSE!

# SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segassational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



## Eagle-Eyes

Dear STC,

In the story of Wonder Boy (issue 7), I spotted Sonica's head next to the demon, Sonica's shoe and a copy of STC! I wonder how many other readers have spotted these! I think your comic is brilliant and so does my mum, who is also a Sega fan - she helps me through the tough parts of the games and with the cheats!

Jamie McDonald, Swanage, Dorset. MS owner and hopefully soon a GG owner. Sonic Water Fun Game Winner.



Well Jamie, you were one of a large number of eagle-eyed Boomers who spotted those little extras! There's no real reason for them being there, except to make sure you're all paying attention, which you obviously were!

## Golden Chop

Dear STC (The best comic in the Universe),

I have bought your comic since issue 1 and I will do so for as long as it continues. But now I'm afraid I have a complaint (groan)! My favourite story, Golden Axe, has just been given the chop! (nice pun - Megadroid!) Has it been replaced by Kid Chameleon or Streets of Rage?

Richard Hopkins, Bolton, Lancs. Sonic Water Fun Game Winner.



Good news Richard! Golden Axe is due to return to these very pages quite soon. Each story (except Sonic, of course) usually runs for about seven issues and is then replaced by something else, depending on the responses sent in via the data strip, so watch this space!

John O'Donovan, Co. Cork.  
Sonic Water Fun Game Winner.



## All Change

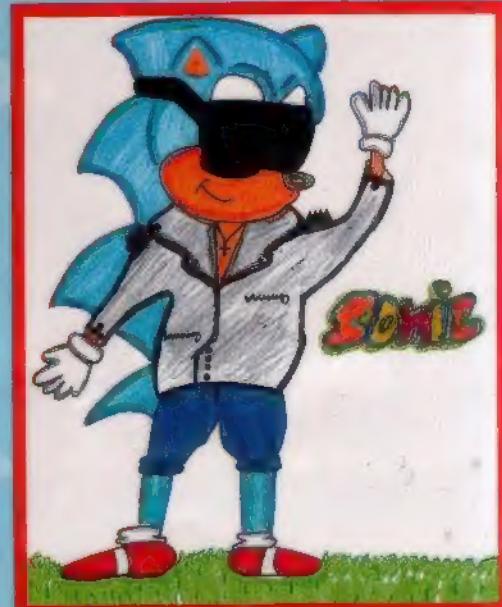
Dear STC,

I think STC is great value for money. I get every issue that comes out, but I have noticed that all the pictures of Sonic are different in the comic strip. Could you please tell me why?

Giovanni Lanni, Cowdenbeath, MD owner. Sonic Water fun Game Winner.



Well, Giovanni, you're quite observant aren't you? But if you look even closer, you'll see that nearly each issue has a different artist drawing the strips, so that's why the style of drawing changes slightly. Well spotted though!



William Hildreth, Aylesbury, Bucks. Sonic Water Game Winner.

## Sonic Sonnet

Dear STC,

Sonic the Hedgehog was snoozin' in the shade  
When the big bad Dr came over to invade  
Sonic the Hedgehog got real mad  
He put on his shades and got real bad  
Then said, "Dr. Robotnik, your day has come!"  
But the Dr just laughed and finished his rum  
And as he finished, Sonic burst through the door  
Then the Dr was crying, "Sonic do no more!"  
So the Doctor's evil scheme was reduced to zero!  
- And all thanks to Sonic the Hero!

Alex Jackson, Beckenham, Kent. MD owner.  
Sonic Water Fun Game Winner.



You've a talent which far surpasses.  
Have you thought of writing classes?

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segassational prize! One of these fabulouss Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT WEEK

# WELCOME TO THE HORROR ZONE!

**SPOOKY!**

Sonic loses his memory!

**SCARY!**

It's game over for Kid Chameleon!

**SINISTER!**

Cop the dramatic conclusion to Streets of Rage!

**SKELETAL!**

Skull-splitting humour with Decap Attack!



SIT TIGHT, FOR  
SONIC THE COMIC  
12  
SPECIAL HALLOWEEN  
ISSUE ON SALE  
30th OCTOBER - 95p

## DATA STRIP

Fill in & send to:  
Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU

### WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

AGE.....

### HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD  MS  GG  MCD

### GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

would make a great comic strip in STC

### MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 11  
OF STC?



0%